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concl.

sending the results of the at least one wager to the second client terminal during game play.

Sub C4>10.

(Twice Amended) A gaming method, comprising:  
receiving, from a first client terminal, a patron identifier identifying a patron;  
receiving, from the first client terminal, a purchase request for at least one wager;  
debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;  
determining the result of the at least one wager;  
storing the result of the at least one wager in a database;  
receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and  
sending, to the second client terminal, the result of the at least one wager during game play.

Sub C6> 22.

(Twice Amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, comprising:  
receiving, from a first client terminal, a patron identifier identifying a patron;  
receiving, from the first client terminal, a purchase request for at least one wager;  
debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;  
determining the result of the at least one wager;  
storing the result of the at least one wager in a database;

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